Pyramid blender refactor

Task description:

You are provided with python code that uses Laplacian pyramid blending algorithm to smoothly blend two images together. However this code is not written according to good coding practices and is noninteractive, changing that will be your task.

You have to create a interactive pyramid blender that will take two pictures as a script arguments (using argparse). If one or both of those pictures do not exist a information about this should be printed and program should stop. Similar thing should happen if pictures size do not match.

Instead of loading mask from file it should be generated in code, with default dividing line in middle. Resulting image should be displayed to user with ability to move dividing line by pressing buttons.

- “a” and “s” move it to left (s slowly a faster)
- “d” and “f” move it to right (d slowly f faster)
- m recenters

Slowly and faster do not indicate specific speed however it should be in reasonable range for human interaction.

Additionally program should be able to save currently displayed image to file. It should be possible to save multiple pictures during single run of program without moving or renaming generated files. Output file name should be also given as a parameter. Button for saving picture should be “w” and finally button for quiting should be “q”.

Along with project you will be provided with following files

- clean_code.py – example of (mostly) correctly written code
- blend.py – code that need to be refactored
- orange.jpg apple.jpg mask512.jpg – test data
- blended.jpg – example result